This is text from the deleted thread on r/thesims1  for anyone interested.
The top sets of text include the original post text with the link to my Drew Carey YT post.
I am sorry I did not capture some of the other love fest stuff going on, but things moved fast and then reddit banned me.

Go to thesims1

**r/thesims1**

•

1d ago

irkinterAction

**https://youtu.be/bLh0i7kerw8**

**Wutushu, yimsimsie!!!**

**I just released video 2 about houseparty. I have a special connection to Drew Carey's TV MOM, Marion Ross. I almost killed her on the dance floor. I also talk about Drew... how I almost met him a bunch... my approach for animating him.... and what it is like to be a KAL-iFOR-KNEE-AH Kid. If you have ideas about what you might want to know about the process or about specific items or process please dump them in the comments or put something on the community page.**

**Dag Dag, Gley Glarn!**

**https://www.youtube.com/watch?v=Xh-NOVzJ9ds&list=PLQuc0auYDK0WeYDsFR8yZvyZo5JzGhyTx**

**here is a playlist with 9 videos in...mostly Sims-related.**

**HotCryptographer2090**

•1d ago

Hey Eric! Thank you so much for your videos!

Could you please make a video about the aesthetics of The Sims 1?

I have so many questions. For example:

1. Who was actually responsible for the visual style and art direction of the base game?
2. What exactly was New Pencil's role in the project? Why is so little known about their contribution after all these years?
3. What were your main sources of inspiration for the expansion packs' aesthetics? I'm especially curious about influences such as Hayao Miyazaki, textures, visual language, and other artistic references.
4. Where did the Tiki and Art Deco influences come from? What inspired you to bring these styles into The Sims?

Thanks!

1. The art direction and coalescence of a bunch of the aesthetics, especially the superlative UI was handled by Mr. Charles London. He played the role of confessor and traffic cop across the original game and Livin' Large and helped establish the relationship with New Pencil. We had a few external artists contribute to various bits of things like the general aesthetic of the neighborhood screen and video intro. Generally though, the main bulk of the characters were handled by Eric Chin, and a good amount of scenic art was done by Ms. Jami Becker.

2. New Pencil had an increasing role taking existing assets of defined footprints that Don, Patrick and I were prototyping and making mimic objects and later more fully fledged objects directly from 3DS Max templates I was building. Michael Murguia, Adam Murguia, Scot Tumlin, Scott MacIntyre, John Beebe, and Greg Faillace, were all people who had deep effect on the final product. Some ended up working with The Sims on subsequent projects. Greg himself has made quite an impact at Riot games where his eye and heart make All the stuff he touches there live quite a bit more than it would without him. In the 1990s and the early 2000s a lot of the things that we take for granted like distributed apps for records and social media/archiving were not the rule. One of the reasons the Internet Archive exists is because of the necessity to keep things from disappearing off the face of the digital earth. We had a good functioning BBS at one point which was as a good point of contact with players and developers... but that got thrown away because some folks thought it got in the way for authority and control of process. It had its problems, but it was also useful. I would like New Pencil to get its Laurels more than it has.... and as I do more videos where I can talk directly about how I ended up doing things I did, I will definitely do my best to give my perspective on how people inside and outside the team and NP did their good work.

3. Once things were chosen as topics and subjects, and scope was established we just started making stuff. The more time I had before we had to start handing the things off to contractors like NP or subsequent design/art houses the more I could provide more material for the artists and art supervisor folks to focus in on what was required. Before the ubiquity of internet art resources I generally relied on large amounts of art and design book reference. This is an admission that I used to be kinda ashamed of, but,... he goes... I am a bit of a weeb, except that I grew up around Japanese Americans, and Japanese nationals here in the SFBay Area... so they were always around me, and I them. My first college roommate was a guy whose parents both worked for JAL. One of my first crushes was a J.-A. girl in elementary school, just because she was so dang nice...and had the best lunches to trade with. :) . I was never an Otaku per se. My own inflated ideas about Japan and Japanese culture did not survive past meeting people and knowing them as people. Hayao Miyazaki is a great influence as are Yoshitaka Amano, Hiroyuki Yamaga, Mahiro Maeda, Hiromasa Ogura, Yoshiyuki Sadamoto, Shinji Higuchi, Nobuyuki Ohnishi, Yoji Takeshige, Takashi Watabe and countless other Gainax, SanRio, and general Royal Space Force designers and artists. Also Hideki Kamiya, Mari Shimazaki, Hiroshi Shibata Masaaki Yamada....

So yes I have all the Miyazaki Art books from Japan up through Porco.... and some supplementary material....and I may have used scans from porco and kiki art for inspiration I sent to New Pencil as part of packets to inspire Old Town in Unleashed.... I will talk on this when I start making those videos.

I didn't quite live in Kinokunia in Japan Center in SF, but I did like looking for the books that had the hidden gold in them. I have been accused of have a good eye.... and also that I have a sponge of a memory. (infj-audhd as I am....) I am much better medicated now. :D .... I am responsible for a lot of decision and directions during House Party and after.... I was not taken as seriously at New Pencil until Vacation... so Hot Date has some aesthetic issues that I would never have chosen as approved but that is a subject for another day and....you can see the trajectory and through line to Unleashed and Supestar winning awards and then well... I got kicked out.

4. Me. I have a full bar and scores of Aloha shirts, and have carved tikis and made 3D rear projected and animatronic talking tiki heads and faces for special events and even a now world renowned Tiki Bar. ALSO I am a California Kid so I grew up around Deco and Art Nouveau in many of its permutations. Before the resurgence of Tiki I would spend my birthday afternoon at Trader Vics in Emeryville for their Happy Hour with my almost birthday twin Marie. A decent part of the success of the Sims Ex Pack design work, Hot Date thru Superstar is my association with Jason Leong, who took the reins on making sure we incorporated the ideas behind my templates and fevered sketches into the Where's-Waldo fever dream of our Old Town, Downtown, Studio Town etc aerial perspective masterpieces.

--I have to take a terribly neglected corgi to the dog park.

---More later.

**softwareidentity**

•9h ago

sims 1 is by far the best one in the series when it comes to artistic vision. Is there a chance there might be some kind of 'return to roots' in the future, or a new series which is more focused on these quirky aesthetics?

i think you should probably look to paralives. :)  I once tried to ask if they needed me for anything but they are very busy there..,and honestly are doing a great job.  I also threw my hat into the ring for Life By You and inZoi, and noone had in interest in upsetting their apple cart over in those places either.  Even when I worked at imvu... the people there all new better where things should go than I.... and well... kerplop.  One of the reasons why I am making my Space Opera/Romance Visual Novel is that I was consistently hired to do amazing things and then got turned into the villain who comes in and makes things work for folks who don't know fully what they are doing, causing embarrassment and hatred, especially of me, across the board.... see the infj comment in Hot Cryptographers post. :D  I would love to help people do soemthing amazing.... I am already mentoring various people across the globe and helping them make connections to other artists they admire from Sims and other places.  Trying to make sure people get the info they need to make good stuff in the wein of what we were trying to do. If someone has a decent heart, and a check, I have a skill/talent. ;) -paraphrasing form Willam Belli

**Significant-Dirt-977**

•15h ago

Hi! Thank you so much for everything. Sorry for my English.

Sims 1 is a parody/satire game, right? It have a very specific and distinct look on Americana phenomenon. What references did you use? What was that exaggeration that made Sims 1 feels almost like a soap opera sometimes? How did you manage to not overdo it? I want to know everything about 60s catalogue feel of a buy-menu, satire descriptions, retro-ads colour palette, general consumerism touch on everything. It so special and unique.

—---

> Hi! Thank you so much for everything. Sorry for my English.
>
> **----English is a composite language. Truly you cannot do it wrong, especially if you are communicating ideas and thoughts with people who are kind and patient.**
>
> Sims 1 is a parody/satire game, right?

**---There is a solid hunk of nostalgia. I don't think it's a specific parody of any particular show but of the American Dream ideal of working hard and getting ahead. In many ways that is correctly pointing at wish fulfillment and escapism. We definitely had a set of architectural blueprints for famous TV homes as they would have occurred in "reality" vs the way they were constructed to accommodate TV audiences and LARGE TV cameras. When we personalized things like monster potions, alien abductions, ghosts and the grim reaper, it began to have more in common with absurdisty humor than situation comedy.**

It have a very specific and distinct look on Americana phenomenon. What references did you use?

**-------TV shows, old magazine and tv ads of the 50s 60s and 70s... You can see the style change after Livin' Large to be more directed toward art sets that were less about pieces of kitsch on their own, and more of a set of wall, floor and object art that supports a theme. We liberally borrowed from all sorts of places buyt then also tried to make things that felt distinctively our own.**

What was that exaggeration that made Sims 1 feels almost like a soap opera sometimes? How did you manage to not overdo it?

**---Some people think we over did it from the start. There is a good explanation video that addresses this on my SimsStuff Playlist. https://youtu.be/tXSAT-4GjNQ**

**----We had very simple characters but we knew the machines of the day were going to throw a lot of the frames out, so the poses were broad pantomime and very focused one sim to the other except where the Sim addressed the player to complain their were hungry, etc. Even then, you had to know what was going on, so we did our own checking and rechecking what could be done at the scale. The expressions are closer to silent film acting or dance than standard human or animation acting.... Until Sims 2, 3 and 4 when it was 3D and you could move the camera.**

I want to know everything about 60s catalogue feel of a buy-menu, satire descriptions, retro-ads colour palette, general consumerism touch on everything. It so special and unique.

**----It was mostly only partially organized and done piece by piece until House Party....and then came to fruition in Vacation.... However people were really able to lean into the sarcastic/sardonic catalog descriptions and a lot of the initial really crappy old and decrepit house items and scenic elements felt appropriate to show "rock bottom" working class stuff. The height of the descriptions came from Sean Baity.... and somewhat Claire and Roxy, but Sean was Jaded and cynical enough to really make those "puppies" sing.**

**cobrachickens**

•10h ago

Just want to say that the whimsical bougie pet bed from Unleashed is sth that has stayed it me since I was a kid together with the velvet green couch set, and generally Unleashed art direction.

Goth Sr house garden is on my interior vision board (especially the winter garden with the parrot). I used to love making them into a magic-using family and a lot of the items lent themselves to what I can describe as “elevated Charmed” vibes

**Just want to say that the whimsical bougie pet bed from Unleashed is sth that has stayed with me since I was a kid together with the velvet green couch set, and generally Unleashed art direction. Goth Sr house garden is on my interior vision board (especially the winter garden with the parrot). I used to love making them into a magic-using family and a lot of the items lent themselves to what I can describe as “elevated Charmed” vibes**

**-----this one? Yeah, that was one of my babies. Unleashed was the expansion pack where no one was really trying to stop me or get in my way. The velvet green couch is also one of my babies. The fact that people really love it brings a tear to my eye... the way that Doktor SimsCRAFT!!!! remade it for Sims 4 really warmed my cockles. I grew up going to Disneyland and Universal Studios and have a film background as well as spending time watching lots of old movies. Art Direction and Production Design are important to me. The Unleashed I had the opportunity to make a version of the French Quarter and Genteel life accoutrements that could truly elevate the Sims 1 to a real simulation/emulation of visual life that would make the Sims themselves pop, but also make them feel more grounded in reality.**

**---I really like Elevated Charmed.... the ladies are my aesthetic jam....especially since Rose McGowan resembles an Evil Ex of mine. :D**

**Spaceboy_2222**

•6h ago

Would love to see you playing Sims 1 and just talk about each piece of furniture you designed and just talk about the process, inspirations etc! Sims 1 is undoubtedly the best Sims ever. It's aesthetics are unmatchable!

Upvote

1

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Award

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**irkinterAction**

**•in 1m**

**Thank you. I have a lot of fond memories of a bunch of things. I am going to go through House Party and then maybe make a video for each ExPack... and then another so it is HD, V, U Superstar....then HD V U Superstar.... until I run out of things to talk about. :) Some of it will be me talking... and I am hoping I might get to do some interviews with other Sims folks...**

**Reply**

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**irkinterAction**

**•4h ago**

**I will reply directly soon. :)**

---

**_ailme**

•9h ago

Hey Eric, got some questions about the beloved Easter eggs and some of the oddball characters.

1. Which are your favourite Easter eggs?
2. Are there any Easter eggs which you think players haven't discovered yet? Especially those relating to specific items or scenarios (tragic clown portrait etc)
3. Why is the bear called Claire? And why is the cop called Michelle?
4. What's your favourite or most obscure way to kill off a Sim? I have a murder planned (simulated ofc, don't send Michelle) and I'm undecided about how he'll meet his maker.
5. I was too young to read the news when the Sims was released, did you have any weird backlash or moral panic from religious groups about "playing god"?

I just noticed the last two questions I asked relate to my earliest memory of playing the Sims. Minor tangent for the story if you're interested:

*So I had created the first Sim of my own after being introduced to the game at a friend's house. I was about 6 years old. I still remember his name (the Sim's name ofc). He was called David, and he had that lovely blonde base game hair. I remembered my friend had already told me that*

*Sims could die. This was the same friend who showed me how to get maximum visitor satisfaction in RCT2 by drowning the guests. Love that girl.*

*Anyway, as kids do, I quickly got bored of having to take care of David and send him to work etc etc. So I decided his time was up, and I built him a tiny room, as small as I could, and set about trying to murder him. I hadn't discovered cooking fires yet, so I thought I'd just run his needs down to the ground. Every time he peed himself, I wouldn't let him mop it up. I wanted him gone. The poor man. He died a slow and filthy death from starvation in a windowless box. I was delighted.*

*When my dad asked me how I was getting on with my new game, I eagerly told him of my clever cruelty and how funny it was that he would keep weeing himself but couldn't clean it up. The height of 6 year old humour. My dad was horrified. He's pretty chill about everything, but he's a socialist punk rocker, so he has strong morals about treating people fairly, and he detests cruelty. He almost never told me off, so when he did, I really listened. He interrogated me about why I'd done that to David. He admonished me for taking pleasure in other people's suffering. He very firmly told me that what I'd done was NOT NICE.*

*I felt awful. I was riddled with guilt. I dreamt about David. He visited me in my dreams many nights over the next few years. When I see a Sim with his name, or that blonde hair, I felt a stab of guilt. I still feel a bit ashamed of it now. But I did eventually get over it. I treated my Sims like queens after that.*

*When I got older I understood why he was so alarmed by my apparent sadism and why he drilled that message into me. I guess you don't have many clues at that age about what kind of person your kid is going to be. And who knows, maybe there was a nasty streak in me that was about to be unearthed, and my lesson with David nipped it in the bud. Better to have that guilt over what I did to a Sim than a human.*

*But I've reached a stage of fuck it in life, and that's why I'm about to murder again (SIMULATED, MICHELLE) for the first time in decades. Better a Sim than a human! But his name is not David. There can never be another David. RIP*

I got distracted and forgot my other questions. I'll come back when I remember them!

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2
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Award
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**irkinterAction**

•in 1m

1. Which are your favourite Easter eggs? ----The Mooses antlers relating to mood of the house dwellers is my overall favorite.
2. Are there any Easter eggs which you think players haven't discovered yet? Especially those relating to specific items or scenarios (tragic clown portrait etc) .. -----Some people get house party and play for a while before they get to see the mime using his puppet which because of texture problems looks like a Llama version of ALF. ..... The state machine in the base and then the amended game based on the expack updates made it so the whole thing worked better, the more products you bought...which is usually opposite to the way these things happen....Most people do not understand that the Mime is committing seppuku/hara kiri and dropping his guts on the floor during one action. The Mime using a jackhammer in the middle of the road or doing the glass box act inside the dance cage, or hanging himself in there.... are all little things that make me happy....

3. Why is the bear called Claire? And why is the cop called Michelle? ----the bear is an homage to Claire Curtain ... Michelle is different. I cannot recall directly, but the NPC does look like an admin we had.

4. What's your favourite or most obscure way to kill off a Sim? I have a murder planned (simulated ofc, don't send Michelle) and I'm undecided about how he'll meet his maker. ---This may seem weird, but I don't like killing Sims.... I was much more of a builder and tinkerer. My favorite death interaction is rock paper scissors with the grim reaper....

5. I was too young to read the news when the Sims was released, did you have any weird backlash or moral panic from religious groups about "playing god"? ---Not really...there were more people disturbed by the same sex relationships... With games like Diable Doom, Quake, Duke Nuke'em around etc... there was enough Satan to go around before we even entered the chat.

Reply

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**_ailme**

•9h ago•Edited 8h ago

Some other questions!

6. That music that plays when a raccoon or burglar comes on the lot. Sometimes it plays and *there's nothing there*. Is that a bug or were you just keeping us on our toes?

7. What's your favourite premade house?

8. Who made the houses? Did you get to make any?

9. What were your narratives about the premade Sims, and are they different from the narratives that players created? *Were they just roomies?*

10. Are there any references to real people in the game? In NPCs or premade Sims?

11. What's your favourite cheat?

12. Did you play the game in your spare time?

13. If yes, did you ever dabble in custom content? If yes, what was your favourite CC?

14. What is Mary "Boom Boom" about?

15. Of the ideas which never made it into the game, which are the ones you most wish had been made?

Reply

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**irkinterAction**

•in 1m

6. That music that plays when a raccoon or burglar comes on the lot. Sometimes it plays and *there's nothing there*. Is that a bug or were you just keeping us on our toes? ---sometimes sound cues fire off, sometimes they do not...sometimes two things fire off at once and one of them gets "stomped". With the computers of the day... this happened quite a lot... frames drop, cues get missed. After some testing and tweaking stuff has to be massaged so the cheaper PCs could get some of the things we worked on to work. This is a Nintendo Lesson... if you have uniform machines your software plays on you can test easier.. and you can make the game sing... people could try and play the Sims on a 1994 PC..... but Your Milage May Vary on the way the game handles. :D

7. What's your favourite premade house? ---Goths.

8. Who made the houses? Did you get to make any? --- They were usually made by the Designers in combination with testers and producers... Often times the houses and lots were designed to be beautiful and on theme, but then a tester or designer or producer would change things to make them work and not check with me or whoever to see if it looked or felt good.... this was not the way it was supposed to happen... but.... it did. You learn to live with it. :)

9. What were your narratives about the premade Sims, and are they different from the narratives that players created? *Were they just roomies?* ---I generally support the release narratives. I usually support anything that makes people feel included if the inclusion does not patently exclude others being included... For House Party, I designed a set of Burlesque outfits and one was used. :) I had my own singing telegram/party performer agency in the background of the process... in most games I built up the backstory and lore and then included it in the design.... and didn't tell most people about it. :D

10. Are there any references to real people in the game? In NPCs or premade Sims? ----NPCs and lore points are full of names and sometimes faces of people who helped make the stuff. I

am a pirate captain/king who shared a ship(on again off again) with a Pirate Queen who was a producer.

11. What's your favourite cheat? rose bud... duh.... ;) Citizen Kaine Baybeeeee!!!!

12. Did you play the game in your spare time? ----While I was making it I had no spare time... :D I only worked 8 hours a day when I worked on TSO. :) I generally made a video about that. :D

13. If yes, did you ever dabble in custom content? If yes, what was your favourite CC?

------After I got kicked out I mostly did physical art things until I started doing Second Life Content... In that space I did a bunch of different kinds of things.... even a giant burlesque champagne glass that people could sit around and a custom wearable HUD made it so the person in the glass could flirts with people sitting at cardinal and ordinal compass points, when the dancer wasn't doing a crazy foaming burlesque in the glass dance. I keep busy.... I also made swing dancey and tiki and art decoey stuff. :)

14. What is Mary "Boom Boom" about? --- in 1974 there was a character called Boom Boom in an episode to the Odd Couple.... however Boom Boom was an "uncredited" roller derby blonde.... LuLu Laverne was the Brunette, ChiCHi Caballero was the a red head... So maybe in the SIms 1 world that was Boom Boom, but the face was from LuLu..... OR in the 70s and 80s there was a Drag performer/Drag Nun named Sister Mary Boom Boom. Sistem Boom Boom ran for Board of Supervisors and after they almost got in, the Board made a no assumed names rule called "the SisterBoomBoomLAW". Eventually they quit substance use and drag in 1985... but stayed active in the SF LGBT community. After resigning from the Sisters of Perpetual Indulgence... they went back to being just Jack..and continued their day job as an astrologer. Also... Boom Boom is a typical kind of nickname used when writers need to make up a declasse character, like a roller derby or stuntwoman kinda character.

15. Of the ideas which never made it into the game, which are the ones you most wish had been made? ---Before they kicked me out while getting ready to sideline me.... I wanted to put together a list of stuff we had vaguely talked over and stuff I had in the back of my imagination.....and have it ready to present, mostly because the people who had taken over after Tim got sent up to Sims 2, were busy throwing away the momentum we had created and were getting ready to install loyal people who were not me or key others...Suffice it to say... they were hell bent on making a "Harry Potter Pack" and makign the dark ride thingy happen.... so I still have my own ideas a plenty... but I don't really share them... because ideas can travel... :D

Reply

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lovingthemusic

Hi Eric! The sims 1 has such a great atmosphere. I place it among the greats like Diablo, Theme Hospital , Age of Empires, Rollercoaster Tycoon , Simcity, Startopia, Ceasar III etc. What a truly great era of gaming. Sims 1 is absolutely iconic, the music and the visuals are a perfect combination. I love all the plants, the small boucle style yellow orange chair, most of the lamps and all the random unique interactive items. The sims superstar was my favorite pack it was just so funny! The songs, the acting, the runway clothing... And of course the music videos 🤣 I wish we had it in the sims 2 as well.

I would love for the game to get a remake or a make over, even if only just for the sims themselves and maybe some quality of life updates. I do think the sims 2 is the most playable game out of all the sims, but the sims 1 will never be forgotten.

Did you ever create custom content for the game? What did you think of the sims 2 and why do you think its so hard for new studios to create a good life sim today?

Thanks for your work on this amazing game!

—--Did you ever create custom content for the game?

**======> Nope… I did create content for Second Life, IMVU, and ToonTown Online However. :)**

**======> Nope… I did create content for Second Life, IMVU, and ToonTown Online However. :) I also worked in Hollywood/Burbank on a movie, a TV show, and a bunch of games, interactive experiences, and a commercial.**

—----What did you think of the sims 2 and why do you think its so hard for new studios to create a good life sim today?

**=========> I thought as little as possible about the Sims2…. For many reasons. Mostly personal and painful.**

**==========> I don't think it is hard for a new studio to make a life sim… Paralives is doing it quite well. However it is hard for ego-rich executives to make something they think is easy. We have seen both metaverse and life sim studios unable to take the next step and update their experiences because they think they know what they made, but do not have the independent voices and minds around them that made the original style of product in the first place and no cadre of "yes people" will help them make something truly fun or novel. Mostly the places that have tried have worried about the world first and the fake people or avatars interaction are not even in the top 5 priorities. :)**